

# POETIC COSMICITY

VR IMMERSIVE INTERACTIVE VIDEOART ANIMATION

Interactive non-narrative experience

<https://culturevr.fr/en/poetic-cosmicity/>

<https://vimeo.com/286511648>

*This interactive videoart installation is based on experimental video animation generated with experimental software.*

## SYNOPSIS

Cosmicity is the state of being a part of a Cosmos- a complex orderly system, an universe. For greek philosophy there are Order, Harmony, Beauty, therefore there is Poetry.

Between virtual, unreal, illusion or virtual illusion isn't everything real ?  
Are not all parts of an universe as a whole, where emotion leads us?  
Real and illusion are the poetic sides of Poetic Cosmicity.

## STATEMENT

Perception associated with the "blind effect" characteristic of the VR, reconstructs the reality and leads us to what we usually call, Illusion.

Poetic Cosmicity uses abstraction as a form of representation and therefore refers us, immediately, to an "out of reality" dimension, where the memory of the real does not exist, and does not lead us.

We enter into a cenic world, an imaginary.

The VR allows me, to give the user the experience of objects, that have no physical existence in the real world, and because there is no memory of such ambience,/ landscape, user have to try to discover what is going on., exploring the virtual space

They are constructions of an imaginary, that becomes virtually present, asking the user simultaneously passivity and activity so that he, with his choices, builds his sensory experience, as a consequence of his look, his behavior, his embodied.

The "object" that he builds is the consequence, the fruit of his interactivity, with different forms of involvement, of immersion and intensity, variables from individual to individual

In "Poetic Cosmicity" the image ceases to be the center for the experience that leads us to fruition. Fruition becomes the consequence of a whole which includes embodiment in the notion of space-time.

In the enjoyment of a work of art there are changes, important one and new

transformations when we use VR as medium.

The visualization of the work becomes individual and not collectively as in a museum or gallery.

The work is always interactive, some are thought and built for the user to make decisions, as is the case of Poetic Cosmicity. Here the individual, and his action becomes crucial, is his embodiment response that builds his experience-fruitition of the work.

The cognitive, visual and embodiment experience is totally personal, giving rise to a work that is not only open but is create by the user, within a system,universe, that is the work, the user creates new relationships between what he sees and what he feels in a virtually present space,where everything happens in real time.

## CREDITS

Created/directed/produced by Anabela Costa

Music by Frédéric Mathevet "Vaccum Geometry"

Image generation and Video animation by Anabela Costa

Application development and programming by Tiago Faria

Application development and modelling by Nuno Costa

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## **DESCRIPTION**

Videos/objects are in two concentric rings.

The circles turn each one in the opposite direction to the other.

The video/objects from the inside circle are red and have all the same subject.

The out circle video/objects are multicolour and with no common subject.

All video/objects are translucent and the two circles generate lots of overlapping video/objects.

## **INTERACTION**

This installation allows the user to directly affect the sequence or environment or point of view by their own action through an hidden interaction - his own look

When your look stop over a video/object, it will begin to come to you, and if you continue it will include you inside the object, and then it will return to its place.

If you look to an object, it will begin to come, but if your look turns to another point of the installation, it will return to its place.

The user will have to make the choice, between more than twenty video/objects, that will be running with a lot a possibilities/probabilities of overlapping, generate different visuals, every user will have it's one video/objects overlapping creation.

## TECHNICAL DEVICE

**NOTE** if possible to had a video projector, that in a large scale projection will show the public in general, the video that the user is creating and experimenting in an immersive way.

### PC & OCULUS RIFT:

Component	Recommended Specs	Minimum Specs
Graphics Card	NVIDIA GTX 1060/AMD Radeon RX 480 or greater	NVIDIA GTX 1050 Ti/AMD Radeon RX 470 or greater
Alternative Graphics Card	NVIDIA GTX 970/AMD Radeon R9 290 or greater	NVIDIA GTX 960 4 GB/AMD Radeon R9 290 or greater
CPU	Intel i5-4590/AMD Ryzen 5 1500X or greater	Intel i3-6100/AMD Ryzen 3 1200, FX4350 or greater
Memory	8 GB+ RAM	8 GB+ RAM
Video Output	Compatible HDMI 1.3 video output	Compatible HDMI 1.3 video output
USB Ports	3x USB 3.0 ports, plus 1x USB 2.0 port	1x USB 3.0 port, plus 2x USB 2.0 ports
OS	Windows 10 or newer	Windows 10 or newer

**A small table with the computer and a screen 2m x 2m**